Optional Rules

Character Generation

You may wish to make the cost of skills more accurately reflect their difficulty. You may want to charge players one point for 1 point of a Combat (Melee) or Easy skill; two points for 1 point of a Moderate skill; three points for 1 point of a Hard skill; and four points for 1 point of a Very Hard skill. The "1 point" rule still applies to character generation: Buying (not spending) one point of a skill whose Unfamiliar Rank is 0 automatically takes you to the Familiar level, but the cost of that one point will vary according to the difficulty of the skill.

Skill Changes

There are several skills in the third edition that can be redefined to make your game run smoother.

Lore: This skill is given as relating to knowledge of fables and myths, but no fables or myths are given. An alternative is to have an *area* of knowledge, such as Shanthic Lore, Burdothian Lore, Gire Lore, Military Lore, Colony Lore. Higher levels within the skill have the same benefits as given on Page 66.

Getting Around: The skill is described on Page 67, but you should specify the geographic area the character knows, as is suggested as an option. Examples would be Gauss Valley, Ardoth, South Khodre, Thantier, Sillipus, The Doben-al, etc.

While not defined as a skill in the third edition, you might find it useful to use the second edition version of Crowd Maneuver instead.

Crowd Maneuver (Easy): This is a skill useful in metropolitan areas, such as the markeplace, a crowded street or an illidge. Yords and yiordeh receive Crowd Maneuver bonuses that make their execution of these maneuvers easier. The sholari chooses one of the following levels of the degree of crowding and asks the player to roll below the indicated number on 1d20 as a Crowd Maneuver for his character: CROWDED: Quite a few people around (12). PACKED: More people than recommended; hard to get around (8). BLOCKED: Shoulder to shoulder; nearly impossible to cut through (4).

Skill Improvement

The rate at which different skills progress depends upon different characteristics. Combat skills, for instance, depend upon Agility, while literature and mathematics depend upon Learn. After using a skill for a while, a 3d6 die roll is made against the appropriate characteristic. If the roll is lower than or equal to the characteristic, the skill level of that skill goes up by 1. The chart on page 84 of the third edition indicates which skills depend on which characteristics.

How often a roll may be made to improve a skill depends upon how often the skill is used. The sholari will make a judgment in each case, using one of the words below to describe the intensity with which a skill has been used.

The skill use has been:

INFREQUENT: Roll every year of game time.
CASUAL: Roll every six months of game time.
REGULAR: Roll every two months of game time.
INTENSIVE: Roll every month of game time.

Note for the Sholari

The rules give characters great latitude in choosing their skills, especially where it comes to Extra Skills (bottom of page 53). As sholari, you have the authority to place any limits that make sense for the character. For instance, it wouldn't make sense for a dyte punk to be an expert in the Iscin skill of Bio-tec. However, if the player can give the sholari a reasonable character history, make allowances. Use discretion. Less experienced players tend to sabotage their characters by using all their skill Rank points on a few skills.